How to / Maniaplanet / Map editor / Trackmania

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The Terraformation mode (F1)

You can build heights and lows as well, if you like. Enter the terraformation mode by the button or F1 key and you're there.

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In the picture, I just selected the "DirtCliff8" (key 1) block, **clicked and dragged** the mouse over 4*2 blocks and let go. Et voila. A huge canyon part has been set.

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You can delete the middle part by selecting it with the mouse cursor.

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After you clicked it, the middle part is gone and the remaining 2 parts are automatically reshaped.

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As you can see in the picture, you can build high and low parts or stack them onto each other.

With this variety, you can build multifaceted, pretty looking landscapes.

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Copy and Paste

This is a very useful novelty. You can copy, cut and paste parts of the track and place it another location.

Press the "Copy and Paste" button

Now you can **add single parts or areas (by mouse drag) to the selection**. Once you have selected all parts you want, you can either COPY or CUT OUT this selection with the corresponding buttons.

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In the screenshot, I have chosen to COPY the part. Use the mousebutton to go the spot where you want the clipboard to be copied to.

Use the RIGHT MOUSE button to ROTATE the selection and then press LEFT MOUSE button to PLACE IT.

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That's how it looks after the clipboard has been copied to another location. You can also **SAVE the clipboard** (called "macroblock") to disk and re-use them later on.

Macroblock Mode (F4)

As soon as you saved, there will be a button next to the "Block mode", named "Macroblock Mode". This will list the block compositions you have saved before (via copy/paste clipboard) and will let you immediately insert your composition into the track.
This is especially useful if you have repeating patterns of trackwork which you use frequently.

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Plugin Mode (F5)

The plugin mode is a novelty as well. These plugins will take over specific tasks like autosaving, auto decoration etc...

As soon as you mastered writing **ManiaScript**, you will be able to create your own plugins. We also **share our plugins** in the forum.

Advanced customisation mode

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These finalising options will take care of some more or less important attributes of the track, including **map type** (as soon as other types than "race" are available, we will talk about it), **map objectives** (medal times), the **snapshot camera** position, additional **comments**, **custom music**, setting a **password** for the track and **computing shadows**.

Example track

Download the **tutorial_trackeditor_blocks_canyon.map.gbx**, put it into your map folder and load it in the track editor.

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Admittably, it isn't easy to see which parts are built in what way, lots of them depend on specific ground works. This track demonstrates how to build lots of the canyon parts.

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The good thing: Whenever you don't know where to find the part, you can just LEFT CTRL + LEFT MOUSECLICK the desired part and the block hierarchy will automatically jump to the selected part.

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That's how it looks like. This way you should be able to comprehend all important placement requirements of the blocks.

That's it . That's how the track editor works.

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